

Project partners:



**Asociația Producătorilor
de Mobilă din România -
coordinator**

Tel.: +40-21-315.51.47

proiecte@industriamobilei.ro

www.industriamobilei.ro

Technical Research
Centre of Furniture and
Wood of the Region of
Murcia

CETEM

**Technical Research Centre of Furniture and
Wood of the region of Murcia (Spain)**

www.cetem.es



Universitatea „Transilvania” Brașov (Romania)

www.unitbv.ro



Universitatea Primorska (Slovenia)

www.upr.si



OIGPM (Poland)

www.oigpm.org.pl

www.ergosignproject.eu

#ergosign

This document reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



*Novel learning approach for ERGOnomic
principles for deSIGNers working in the
upholstery and sleep sectors by using
Virtual Reality - ERGOSIGN*

2015-1-RO01-KA202- 015091



Table Urban 2, Chair Mars 141, SZYNAKA MEBLE

A Strategic Partnership Project: 2015-2017



*This project is financed by
the Erasmus+ Programme
of the European Union*

About project

Project ERGOSIGN promotes synergies and cross-fertilisation throughout the different fields of education. ERGOSIGN was developed to enhance opportunities for cooperation between VET and economic actors. The EU furniture and sleep sectors are key drivers of sustainable growth with a significant contribution to economic health, competitiveness, creativity, innovation, employment and export. This Partnership proposes the creation of a flexible learning pathway in line with the needs of learners and companies in the furniture, sleep and related sectors, a training program between VET, HE and economic actors that will improve enterprise's innovation, expertise and added value.



Innovations

Project ERGOSIGN is an innovative project. Innovations including those related to education and training, tend to be geographically concentrated in

individual entities where knowledge has been transferred among different industrial, educational and training sectors, taking into account the heavy influence of regional culture. Innovation in education and training is rarely achieved in isolation, as competences and experiences are spread across from different entities of education and training, outside academia and geographical borders.



Objectives

To create online training materials on ergonomics applied to the upholstery and sleep industry developed by VET providers:

- identify and understand skills gaps and needs of EU designers in developing functional furniture and sleeping products that ergonomically comply with their specific use (work, home, rest),
- define joint curricula that will define and analyze the most suitable training paths addressing the skills gaps and needs identified,

- develop learning, teaching and training materials according to the joint curricula, focused on basic principles on ergonomics and specific ergonomic considerations and materials that contribute to the ergonomics of the final product (flexible polyurethane foams, TPU gels, fabrics, etc.),
- enhance the integration of Virtual Reality in learning, teaching and training and support learners and educational staff in improving the use of ICT and digital competences,
- promote open access to teaching and learning content addressing traditional sectors in line with individual's needs and expectations, reducing skills mismatches,
- Capacity Building in these Sectors: Establishing a stable and active Strategic Partnership that will promote active cooperation among enterprises, professional organizations and local/Regional Bodies in order to support high quality VET with a strong work based learning component.

You can be partycipant in ERGOSIGN!
We are waiting for YOU !!!

ERGOSIGN website: www.ergosignproject.eu